CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preface</td>
<td>IX</td>
</tr>
<tr>
<td>Scientific Programme</td>
<td>1</td>
</tr>
<tr>
<td>Author Listing</td>
<td>95</td>
</tr>
</tbody>
</table>

GAME METHODOLOGY

An Evaluation of Difficulty Heuristics in Game Design using a simulated Player
Fergal Costello and Colm O’Riordan ................................................................. 5

A GOAP Architecture for Emergency Evacuations in Serious Games
César García-García, Laura Torres-López, Victor Larios-Rosillo and Hervé Luga ................................................................. 10

A Constrained Growth Method for Procedural Floor Plan Generation
Ricardo Lopes, Tim Tutenel, Ruben M. Smelik, Klaas Jan de Kraker and Rafael Bidarra ................................................................. 13

ARTIFICIAL INTELLIGENCE

Playing Tetris Using Learning by Imitation
Dapeng Zhang, Zhongjie Cai and Bernhard Nebel ...................................................... 23

Efficient multiple-agent path planning in grid and non-grid worlds
Jürgen Eckerle and Markus Roth .............................................................................. 28

A Heuristic Based Approach to Team Based Behaviours in Real-Time Strategy Games
Nigel Burke and Colm O’Riordan ............................................................................. 35

A Scalable Approach to believable Non-Player Characters in modern Video Games
A. Rankin, G. Acton and M. Katchabaw ................................................................. 40

GAME SIMULATION AND GRAPHICS

Ballistic Damage Models and their Affects on Game Play
Tom Feltwell ........................................................................................................... 51

Towards An Exaggeration Machine
Ken Newman ........................................................................................................... 56
CONTENTS

GAME DESIGN

Colors and Emotions in Videogames
Evi Joosten, Giel van Lankveld and Pieter Spronck..........................61

Emotion Assessment in Game Playing
L.J.M. Rothkrantz, R. Jansen, D. Datcu and M.C. Popa..........................66

Involving Player Experience in Dynamically Generated Missions and
Game Spaces
Sander Bakkes and Joris Dormans.....................................................72

Real-time Load Balancing of an Interactive Multiplayer Game Server
James Munro and Patrick Dickinson..................................................80

Narrative Memory in Hyperfiction and Games
Helena Barbas......................................................................................85